

(1) DEPOSIT, DISBURSE, AND ACCOUNT FOR FUNDS IN THE SAME MANNER AS, AND UNDER THE AUTHORITY OF, THE TREASURER;

(2) SUBMIT A CAMPAIGN FINANCE REPORT UNDER OATH TO THE TREASURER ON A FORM THAT THE STATE BOARD PRESCRIBES; AND

(3) INCLUDE WITH THE REPORT A COPY OF EACH CAMPAIGN CONTRIBUTION RECEIPT ISSUED.

(B) REPORT BY CAMPAIGN FINANCE ENTITY.

THE CAMPAIGN FINANCE REPORT FILED BY THE CAMPAIGN FINANCE ENTITY UNDER SUBTITLE 3 OF THIS TITLE SHALL HAVE ATTACHED TO IT A COPY OF THE CAMPAIGN FINANCE REPORT OF THE SUBTREASURER AND ACCOUNT FOR THE ITEMS IN THE SUBTREASURER'S REPORT.

REVISOR'S NOTE: This section is new language derived without substantive change from former Art. 33, §§ 13-203 and 13-201(d), as they related to the authority and duties of a subtreasurer, and § 13-206(b)(2).

This section is revised for brevity and clarity in light of 76 *Opinions of the Attorney General* 200 (1991) [Opinion No. 91-034 (July 26, 1991)], which provides that "... a subtreasurer may deposit funds and disburse money ..." and that "a subtreasurer's accountability under FEPA is identical to the treasurer's". Accordingly, the former reference to the authority of a subtreasurer to "expend such money as may be placed in his hands by the treasurer appointing him" is deleted as implicit in the authority vested in a treasurer when appointing a subtreasurer.

As to the substitution of the defined term "campaign finance report" for the former references to a "report", see General Revisor's Note to this title and § 1-101 of this article.

Defined terms: "Campaign finance report" § 1-101

"State Board" § 1-101

"Treasurer" § 1-101

13-220. CAMPAIGN ACCOUNTS.

(A) REQUIREMENT.

(1) EACH CAMPAIGN FINANCE ENTITY SHALL DESIGNATE ONE OR MORE CAMPAIGN ACCOUNTS.

(2) EACH DESIGNATED CAMPAIGN ACCOUNT SHALL:

(I) BE IN A FINANCIAL INSTITUTION; AND

(II) BE REGISTERED IN A MANNER THAT IDENTIFIES IT AS THE ACCOUNT OF A CAMPAIGN FINANCE ENTITY.

(3) A CAMPAIGN FINANCE ENTITY SHALL DEPOSIT ALL FUNDS RECEIVED IN A DESIGNATED CAMPAIGN ACCOUNT.